
Subject: Re: Generating events while a button is pressed

Posted by [rivers](#) on Tue, 14 May 1996 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <DrCKAz.B65@midway.uchicago.edu>, rivers@cars3.uchicago.edu (Mark Rivers) writes:

> In article <31973A26.167E@irc.chmcc.org>, Phil Williams <williams@irc.chmcc.org> writes:

>> I hope someone out there can give me a hand with this one.

>>

>> I want to have a widget_button that generates events while the button

>> remains pressed (sorta like the action of DRAG on a widget_slider) so

>> that I can scroll through a stack of data, say.

>

> I can think of one way to do it:

>

> 1) Detect button press event, program enters "scroll mode"

> 2) Set a timer widget for a fraction of a second. On every timer widget

> event do your "scroll" action, and set the timer widget again.

> 3) On button release event, cancel timer event and exit "scroll mode".

My response above was incorrect, because normal buttons can only generate button press events, not release events. Exclusive or non-exclusive buttons can generate both press and release, but the "release" requires a second mouse click, so this is not what Phil wanted.

I did manage to achieve what Phil wants to do using small draw widgets, rather than button widgets. Draw widgets can detect both press and release events.

Mark Rivers	(312) 702-2279 (office)
CARS	(312) 702-9951 (secretary)
Univ. of Chicago	(312) 702-5454 (FAX)
5640 S. Ellis Ave.	(708) 922-0499 (home)
Chicago, IL 60637	rivers@cars3.uchicago.edu (Internet)
